

Publication List of Per H. Christensen

Computer graphics

Proceedings



Per H. Christensen and Daniel Cohen-Or, editors.
Rendering Techniques 2003 (Proceedings of the Eurographics Symposium on Rendering 2003).
 Eurographics / ACM, June 2003.

Dissertation



Per H. Christensen.
Hierarchical Techniques for Glossy Global Illumination.
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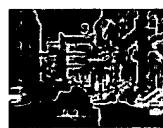
Journal articles, conference papers, course notes, etc.



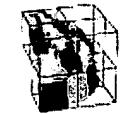
Per H. Christensen.
The Brick Map as Geometric Primitive.
 PhotoRealistic RenderMan Application Note #44.
 Pixar, Emeryville, California, December 2005.



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Per H. Christensen and Dana Batali.
"An Irradiance Atlas for Global Illumination in Complex Production Scenes".
Rendering Techniques 2004 (Proceedings of the Eurographics Symposium on Rendering 2004), pages 133-141.
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Per H. Christensen, David M. Laur, Julian Fong, Wayne L. Wooten, and Dana Batali.
"Ray Differentials and Multiresolution Geometry Caching for Distribution Ray Tracing in Complex Scenes".
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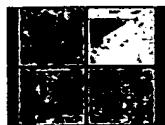


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Henrik Wann Jensen, Frank Suykens, Per H. Christensen, and Toshi Kato.

A Practical Guide to Global Illumination using Photon Mapping.

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Caustics.

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 Reprinted in: Ronen Barzel, editor, *Graphics Tools: The JGT Editors' Choice*, pages 241-251, A K Peters, 2005.



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Images



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IEEE, June 1993.

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 "Synthesis of Delay Insensitive Circuits from Verified Programs".
 In J.-P. Banatre and D. Le Metayer, editors, *Research Directions in High-Level Parallel Programming Languages*, pages 326-337.
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Henrik Hulgaard and Per H. Christensen.

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Technical University of Denmark, Lyngby, Denmark, August 1990.

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